TOTAL PLAYER CONTROL

FEATURES

• REVOLUTIONARY EA SPORTS™ FREESTYLE CONTROL
Sweet crossovers, triple threat moves, post moves, and strip steals. String your moves together using the right thumbstick. Pull off what you want, when you want it–all with unprecedented two-handed control.

• QUICK PLAYS FOR QUICK SCORES AND STOPS
Call plays on the fly to control the game—run the pick-n-roll or isolation on offense, zone or double team on "D", and much more.

• CLEAN THE GLASS WITH AUTHORITY
Dominate the boards with one-button control—square up, box out, and own the paint.

• TAKE THE CHARGE
Sacrifice your body and turn the momentum with the all-new Charge button.

• NEW EA SPORTS™ TRAX
Featuring hot music releases from Fabolous, Flipmode Squad featuring Busta Rhymes, Just Blaze, Snoop Dogg, and more.
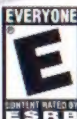
NBA LIVE 2003

BE THE ULTIMATE PLAYMAKER

EA SPORTS™ FREESTYLE CONTROL
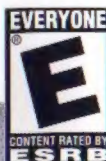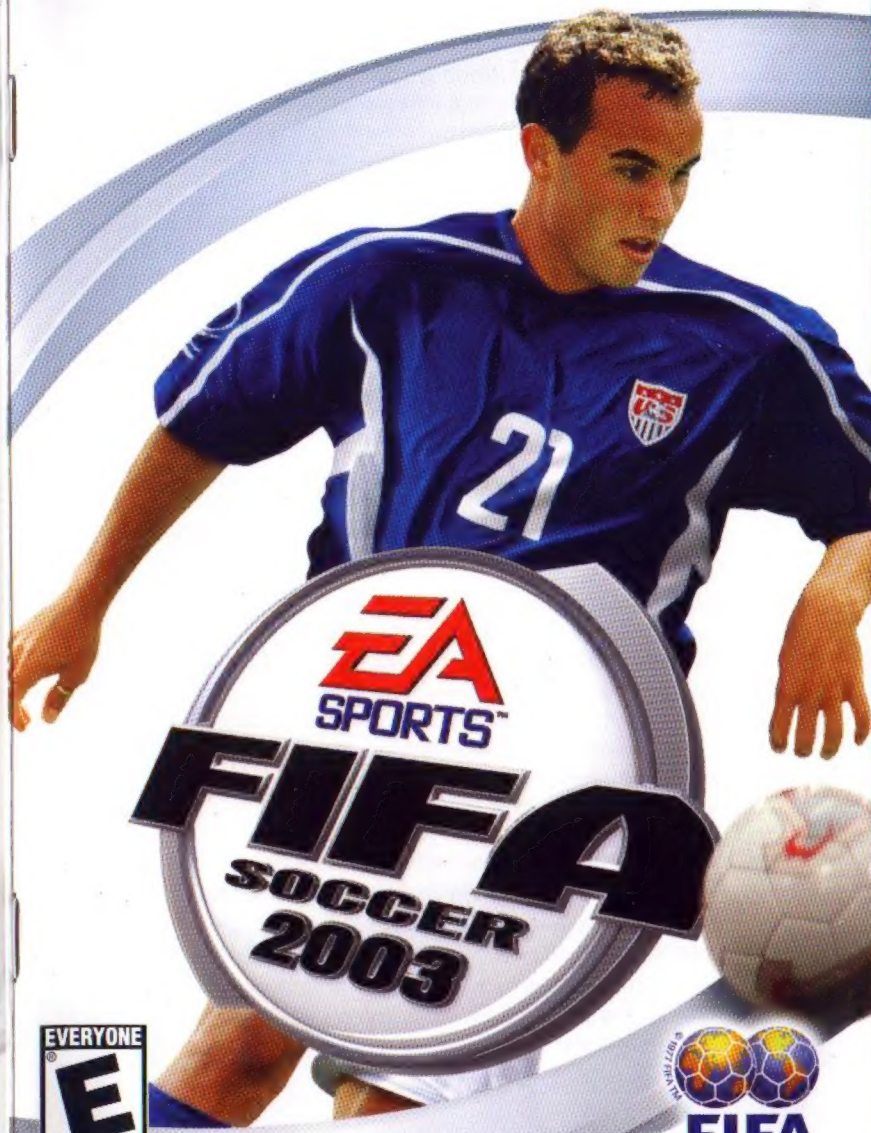
FEEL THE POWER

AUTHENTIC CLASSIC UNIFORMS

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DOLBY DIGITAL

EVERYONE
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CONTENT RATED BY
ESRB

XBOX

EA SPORTS™

FIFA SOCCER 2003

EVERYONE
E
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ESRB

FIFA

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
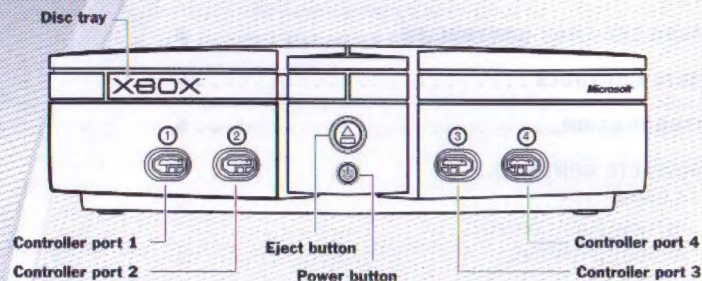
TABLE OF CONTENTS

Una versión en español del manual de *FIFA 2003* se puede encontrar en línea en el sitio norteamericano www.fifa2003.ea.com.

USING THE XBOX VIDEO GAME SYSTEM

Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the *FIFA Soccer 2003* disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing *FIFA Soccer 2003*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

❖ Insert only Xbox-compatible discs into the disc drive.

❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

❖ Do not leave a disc in the Xbox console for extended periods when not in use.

❖ Do not move the Xbox console while the power is on and a disc is inserted.

❖ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

Expansion slot A
Expansion slot B
Left trigger
Right trigger
Left thumbstick
Y button
B button
X button
A button
BACK button
START button
Black button
White button
Directional pad
Right thumbstick

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert any expansion devices into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *FIFA Soccer 2003*.

MENU CONTROLS

Highlight menu item	🕹/⊕ or 🕹/⊕
Change highlighted item	◄⊕/⊕► or ◄⊛/⊕►
Select/Go to next screen	Ⓐ or START
Cancel/Return to previous screen	Ⓑ or BACK
Tab between screen pages	Ⓧ

BASIC CONTROLS

Get yourself familiar with *FIFA Soccer 2003* with the use of these basic controls.

OFFENSE (POSSESSION)

ACTION	COMMAND
Move player	(directional)
Kickoff	Ⓐ, Ⓑ, or Ⓧ
Shoot	Ⓑ
Pass	Ⓐ
Lob/Chip shot	Ⓧ
Sprint	Ⓡ
Pause game	START

DEFENSE (OPPONENT POSSESSION)

ACTION	COMMAND
Move player	(directional)
Switch players	Ⓐ
Tackle/Contain	Ⓑ
Aggressive slide tackle	Ⓧ
Sprint	Ⓡ
Pause game	START

❖ *FIFA Soccer 2003* features many other moves—including kicks with ball spin, headers, volleying, keeper control—that can help push the outcome of any game in your favor. For more information, ➢ *Complete Controls* on p. 6.

INTRODUCTION

Welcome to *FIFA Soccer 2003*—the world's most authentic soccer experience. Challenge the sport's greatest teams and taste absolute victory—or the most bitter defeat—at the hands of the most skilled players on the planet. With new EA SPORTS™ Freestyle Control, you own the pitch like never before, leaving your opponent in awe with new fakes, dummies, skill moves, and game-winning goals. *FIFA Soccer 2003*—for club, for country!

FEATURES:

❖ **Total Gameplay Experience**—Brand new dribbling, shooting, crossing and passing models with increased player intelligence.

❖ **Total Ball Control**—Unleash the skills of the world's greatest players through new player animations and signature skill moves.

❖ **Total Club Championship**—Experience pressure cooker atmospheres as you take on Europe's elite teams in their own stadiums with actual team chants and songs.

❖ **Total Dead Ball Control**—Realistic set-piece dynamics allow you complete control over the power and swerve of free kicks. Find the angle. Find the power. Find the top corner.

❖ **Total Authenticity**—With over 8,000 real players playing for over 350 official teams and including 16 of the world's top leagues.

❖ **Total Skill**—Master the EA SPORTS Freestyle Control and produce a feint, one touch pass or skill move to leave your opponents standing.

For more information on *FIFA Soccer 2003* and other EA SPORTS titles, visit **EA SPORTS** on the Web at **www.easports.com.**

COMPLETE CONTROLS

Dominate the world with the use of the *FIFA Soccer 2003* game controls.

OFFENSE (POSSESSION)

ACTION	COMMAND
Move player	☀
Kickoff	Ⓐ, Ⓑ, or Ⓧ
Shoot	Ⓑ
Pass	Ⓐ
Lob/Chip shot	Ⓧ
Through ball (Open pass)	Ⓨ
Sprint	Ⓡ
Trigger run	Ⓛ
EA SPORTS Freestyle Control (➤p. 12)	☀
Pause game	START

❖ When performing an Open pass, the controlled player passes the ball along the ground in the direction he is facing. A pass is where the controlled player passes the ball along the ground *toward the nearest player* in the direction he is facing.

NOTE: When shooting, passing, or lobbing, keep the relevant button pressed to increase power (➤ *Game Meter* on p. 9) and use ☀ to aim.

DEFENSE (OPPONENT POSSESSION)

ACTION	COMMAND
Move player	☀
Switch players	Ⓐ
Tackle/Contain	Ⓑ
Aggressive slide tackle	Ⓧ
Sprint	Ⓡ
Keeper charge	Ⓨ
Pause game	START

GOALKEEPING

ACTION	COMMAND
Keeper charge	Ⓨ or Ⓛ
Move/Aim kick or throw	☀
Throw/Roll ball	Ⓧ
Drop ball/Pass	Ⓐ
Long kick	Ⓑ

THROW-INS

ACTION	COMMAND
Move throw target	☀
Throw ball	Ⓐ, Ⓑ, or Ⓧ

OFFENSIVE FREE KICKS AND CORNER KICKS

ACTION	COMMAND
Move shot target on net	☀
Move kick target on ball	☀
Shoot	Ⓑ
Lob shot	Ⓧ
Pass	Ⓐ

NOTE: The power meter works for both offensive free kicks (i.e. free kicks taken near the opponent's net) and corner kicks (➤ *Game Meter* on p. 9). To learn more on how to take a dead ball kick, (➤ *Dead Ball Meter* on p. 9).

DEFENSIVE FREE KICKS AND GOAL KICKS

ACTION	COMMAND
Set kick direction	☀
Long kick	Ⓑ
Lob	Ⓧ
Pass	Ⓐ

NOTE: Defensive Free Kicks are free kicks that are taken in the defensive end, or in midfield.

PENALTY KICK

SHOOTER

ACTION	COMMAND
Choose shot direction	☀
Shoot	Ⓑ

GOALIE

ACTION	COMMAND
Choose direction of save	☀
Attempt save	Ⓑ, Ⓧ, or Ⓐ

50/50 AIRBALLS

ACTION	COMMAND
Header	Ⓨ

NOTE: If no button is pressed during an airball, the ball is automatically trapped.

DEFENDING DEAD BALLS

ACTION	COMMAND
Move player/Move wall	☀
Switch player	Ⓐ

NOTE: Wall movement is only possible when defending a free kick.

GAME METERS

Make accurate shots and passes by using the game meters featured in *FIFA Soccer 2003*.

PASSING METER

Use the passing meter to vary the speed and distance of an open pass or lob. The meter fills while the relevant button is held down, increasing the power of the kick. Release the button when you have built up enough power.

SHOOTING METER

The shooting meter works in a similar way to the passing meter. However, if it reaches the red zone your shot is more likely to be off the mark.

DEAD BALL METER (OFFENSIVE FREE KICKS AND CORNER KICKS)

Take the most accurate and precise shot possible with the help of the dead ball meter.

Dead Ball Meter

INTERMEDIATE CONTROLS

Once you have the basics down, take your game to the next level with these Intermediate controls.

DRIBBLING

FIFA Soccer 2003 provides an experience that is as close as you can get to the real thing. The faster you run, the trickier it is to trap an incoming pass or keep control of the ball. To learn how to master a dribble, check out ≫ *EA SPORTS Freestyle Control* on p. 12.

SHOOTING

There is more to scoring goals than just shooting toward the net. Learn how to aim to the top-corner, or send a bending kick around the keeper to the back of the net.

AIMING YOUR SHOT

Pressing **B** sends a shot in the general direction of the opponent's goal, wherever you are on the field. The power of a shot is determined by how long you press the shot button. The longer you hold **B**, the more power you will have on the shot.

To aim your shot, move ◉ in the direction you wish to shoot while adjusting the shot's velocity.

❖ You can also score by lobbing or passing the ball into the net or by heading and volleying (≫ *Heading & Volleying* on p. 13).

PASSING, LOBBING, & CROSSING

FIFA Soccer 2003 gives you complete control over the way you pass the ball.

PASSING ALONG THE GROUND

➥ To select exactly where to pass the ball, make an Open pass by pressing **Y**. The ball is passed in the direction the ball carrier is facing.

➥ To make a pass, press **A**. The ball is passed towards the nearest teammate in the general direction the ball carrier is facing.

PASSING IN THE AIR

➥ To send an aerial ball in the direction the ball carrier is facing, press **X** to play a lob.

NOTE: When Crossing is set to ASSISTED (≫ *Settings* on p. 24), any lob played from the wing has a better chance of landing in the penalty area.

POWER AND WEIGHT

To control the power/strength of open passes and lobs, use the power meter (≫ *Game Meter* on p. 9) as your guide.

➥ For a pass to a nearby teammate, press **X**, **Y**, or **A**. For a pass that requires more power (e.g. a 'route-one' ball to your strikers) keep the button pressed for longer while making a lob or open pass.

AIMING

◉ allows you to send pinpoint passes to your teammates on the fly.

➥ To aim an Open pass or a lob, move ◉ in the direction of your teammate while pressing **X** or **Y** at the same time. The ball travels in the direction ◉ is facing when the button is released.

DEAD BALL SITUATIONS

FIFA Soccer 2003 features a brand new Dead Ball system, which can be used when taking offensive free kicks, as well as corner kicks. In order to hit the target, follow these steps:

1. Before kicking the ball, use ◉ and position the impact cursor at the point at which the taker will strike the ball. Striking the ball on the left or right edge will add ballspin, thus altering the trajectory of the ball once kicked.

2. Use ◉ to position the target cursor at the point at which you want the ball to land. When taking a free kick in the opponent's end, you can opt for a shot on goal by positioning the cursor on top of the net.

3. To take the kick, press **B** while it is passing through the 'accuracy gradient.' The nearer to the green section of the gradient you stop the bar, the more accurate the kick.

TACKLING

Make a defensive statement with a momentum-stopping slide tackle. Aggressive sliding challenges are ideal for blocking passes and shots along the ground but are also more likely to result in a foul if contact is made with an opponent.

➥ To challenge the player in possession of the ball using a conservative tackle, press **B** when your player is nearby.

➥ To contain an opponent with the ball (restrict his movement and pressure him into a mistake), hold **B** when your player is in direct contact with the player in possession.

➥ To perform a more aggressive, sliding tackle, press **X**. Use ◉ to dictate the direction of your slide.

ADVANCED CONTROLS

Ensure your run for the cup is a success by mastering the more advanced game controls.

EA SPORTS™ FREESTYLE CONTROL

New to *FIFA Soccer 2003* is the EA SPORTS Freestyle Control. Designed to give "total ball control" on the field, EA SPORTS Freestyle Control lets you bring your game to a new level.

HOW IT WORKS

Use EA SPORTS Freestyle Control by moving 🎮 in different directional combinations, while in possession of the ball, to make the player do a special move out on the field. The same directional combination always results in the same move, giving you the opportunity to use a specific move in a specific situation.

EA SPORTS Freestyle Control produces moves based on what your player is doing at any given point during a game. However, different moves are performed depending on which foot the offensive player is dribbling the ball with and how much pressure he's under.

KNOCK-ONS

To knock the ball forward a short distance, push the EA SPORTS Freestyle Control straight ahead, diagonally left, or diagonally right of the direction the ball carrier is facing. Knock-ons have two main benefits:

❖ Knock-ons allow the ball carrier to speed up his run without ball control slowing him down (however he will have to chase and gain possession of the ball once more if he wants to keep it).

❖ Knock-ons can also act as a useful alternative to short passing if a teammate is a short distance ahead the knock-on.

THROUGH RUNS & THROUGH BALLS

Through runs are forward runs by players (who are not controlling the ball) attempting to lose their marker, usually to create space and a passing lane between them and their opponent.

1. Face the ball carrier in the direction of the player you want to make a through run, then pull 🄻 to send this player on his way.

2. As players make "through runs," a dotted line on the field highlights their path. The line should give the player in possession a good idea of where to pass the ball.

3. To make these runs, the player in possession must play the ball with sufficient strength and weight into the runner's path. A perfect 'through ball' should result in the runner receiving the ball in space without having to break his stride.

HEADING & VOLLEYING

FIFA Soccer 2003 features an intuitive and realistic airplay system. To take advantage of it, you can hold or tap one of the following buttons as the ball is approaching your controlled player in the air. Depending upon the height at which the ball reaches your player, he uses the appropriate part of his body to play the ball.

ACTION	COMMAND
Header	🅨

➡ If no button is pressed as the ball approaches the controlled player, it is automatically trapped. Push 🎮 in the direction you wish to trap the ball.

ONE-TOUCH MOVES

A one-touch occurs when you kick a loose ball without first getting control. Perform a one-touch move by pressing the relevant shot, lob, or pass button *before* receiving the ball. Direct one-touch moves using 🎮 and power-up as you would for any other pass or shot.

SHIELDING

Your player momentarily shields the ball when you let go of 🎮. Use this move to protect it from an incoming tackler or just to hold the ball up.

SETTING UP THE GAME

Set up the game to match your style and skill level. You can play a Club Championship friendly, start a new Club Championship Season, play a Friendly match, start a new Season or set up a new Tournament, and much, much more.

MAIN MENU

From the Main menu you can select a mode of play, enter the Options screen, load a saved game, or view EA SPORTS Extras.

Play a friendly match between any of the top 18 club teams in the world (> *Starting a Club Championship Friendly* on p. 15)

Start a new club championship season with any of the top 18 clubs in the world (> p. 20)

Access the Options screen to adjust a variety of settings (> *Options* on p. 24)

View the game's credits and a watch a preview of other upcoming titles from EA SPORTS

➡ To play a Friendly match between teams (other than the 18 featured club teams), to start a new season, or to set up a new tournament, press ‑⊛/⊛‑ to highlight your game mode of choice. For more information on the featured game modes, > *Other Game Modes* on p. 22.
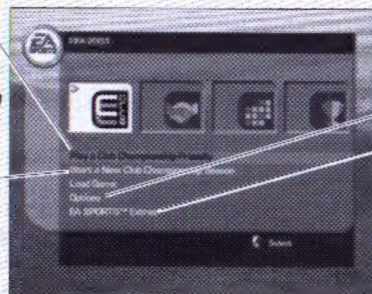
❖ After selecting a game mode, you will be prompted to choose a play style (**Simulation** settings or Action settings), and a Difficulty Level (Amateur, Semi-Pro, Professional, World Class). Your selections here determine the game's default settings (such as the camera angle, game speed, and amount of on-screen indicators during gameplay), thus customizing the game to suit your own personal preferences. These messages will only be displayed the first time you play the game.

NOTE: At any time, you can modify the game settings mentioned above by accessing the Settings screen, and making changes to the default settings as desired.

NOTE: Up to four players can play *FIFA Soccer 2003* at one time.

STARTING A CLUB CHAMPIONSHIP FRIENDLY

Go straight to the field in a Friendly between any of the top 18 club teams in the world.

To start a Club Championship Friendly:

➡ From the Main menu, highlight PLAY A CLUB CHAMPIONSHIP FRIENDLY and press ⓐ. The Select Home Team screen appears.

SELECT HOME TEAM SCREEN

Select the teams for the next game.

Club/League

Press ⓑ go back to the Main menu

Current Home team

SELECTING THE TEAMS

1. To select a team for the upcoming game, press ‑⊛/⊛‑ or ‑⊛/⊛‑ to highlight the team logo of the team you wish to control.
2. Press ⓐ to select the home team. The Select Away Team appears. Follow step 1 to select an Away team.
3. When both teams have been selected, the Select Home Kit screen appears.

SELECT HOME KIT

Select a jersey to wear for the upcoming game. All teams have home and away jerseys that can be selected; alternate (3rd) jerseys are also available for some teams.

Selected jersey

Alternative jerseys
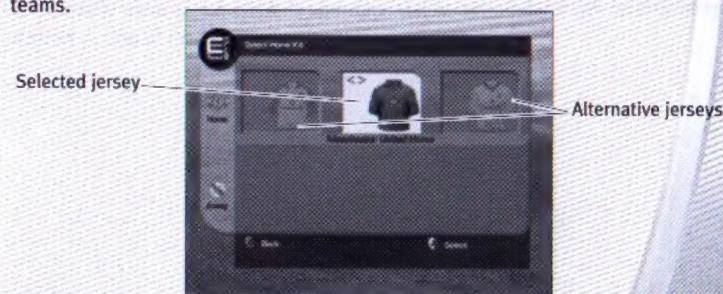
➡ To choose a jersey, press ‑⊛/⊛‑ or ‑⊛/⊛‑ and highlight the jersey of your choice. Press ⓐ to continue. The Select Away Kit screen appears.
➡ Follow the step above to select an Away jersey and press ⓐ to continue. The Select a Stadium screen appears.

SELECT A STADIUM

Select your venue for the upcoming game.

Selected stadium

Stadium facts

➡ To choose a stadium, press ⬅🔘/🔘➡ or ⬅🔘/🔘➡ and highlight the stadium of your choice. Press Ⓐ to continue. The Select Sides screen appears.

SELECT SIDES SCREEN

Select the team that you wish to control.

To select a side, press ⬅🔘/🔘➡ or ⬅🔘/🔘➡ and place the controller icon under the team name that you wish to control.

➡ After selecting a side, press Ⓐ to begin the game.

PLAYING THE GAME

In *FIFA Soccer 2003*, one goal makes a world of a difference. Get on the field, give it everything you've got, and remember these four words: For Club. For Country.
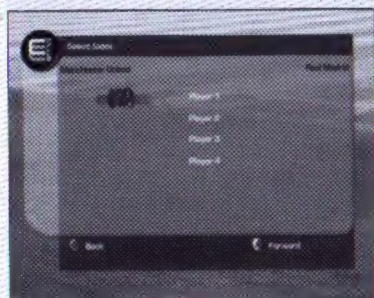
GAME SCREEN

Game clock

Score

Player with ball

Radar

EA ASSISTANT

The EA Assistant is your right-hand man during a match, pointing out players who are carrying injuries and suggesting replacements. To make the replacement that the EA Assistant suggests, check the relevant box, highlight MAKE THE SUBS, and press Ⓐ. Select TEAM MANAGEMENT if you wish to use another substitute, or choose RESUME GAME to return to the match without replacing the player.

NOTE: **If you're struggling or coasting in the current Difficulty Level, the EA Assistant will also suggest a more suitable Level for you to play at.**

PLAYER STATUS BAR

During a match a Player Status bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue. Excessive sprinting will temporarily reduce your player's sprinting ability, although he will recover after a short period of time.

Player Status Bar

CONTROL HIGHLIGHTS

The following is a guide to the player highlights used to indicate the status of different players on the field.

CONTROLLED PLAYER

Your controlled player is represented with a triangle icon. Playing skill level depends on the individual player.

OFF-SCREEN CONTROLLED PLAYER INDICATOR

An off-screen controlled player indicator is displayed on-screen when your controlled player is positioned off-screen.

PAUSE MENU

From the Pause menu, you can adjust the cameras to give you a different view of the game, change your options, watch an instant replay, and more.

➡ Press ⬛ during a game to access the Pause menu.

RESUME MATCH	Go back to the pitch and continue playing the current game.
INSTANT REPLAY	Watch the last few seconds of the game and review that wicked kick or acrobatic save again and again.
	Camera Controls: Use ⬛ to fast-forward and rewind the play. Press ⬛ to change camera angles.
CAMERAS	Select a camera angle to use for the game.
TEAM MANAGEMENT	Make substitutions, change your kick takers, or adjust your strategy (➣ *Team Management* on p. 24).
SELECT SIDES	Choose which team you want to control.
SETTINGS	Tune gameplay, audio, AI, and visual options (➣ *Settings* on p. 24).
MATCH FACTS	Compare statistics of your team's performance to the opposing team's.
SCORING SUMMARY	Look up who scored and when.
BOOKING SUMMARY	How many cards (if any) your players have been given in a game.

NOTE: Keep a watchful eye on your cards. If a player receives two yellow cards in a single game, he is sent off the field and your team must play down a man.

RESTART MATCH	Restart the game with the same teams and settings.
QUIT MATCH	Quit the match and return to the menu screens.

CLUB CHAMPIONSHIP SEASON

Who is the best team in Europe? Well now is your chance to settle the dispute once and for all. Pick one of the top 18 clubs in Europe and fight it out in a full season against the best European clubs around. Are you good enough to become the EA Club Champion?

CLUB CHAMPIONSHIP STRUCTURE

After an initial league phase in which every team plays each other home and away, the top eight teams progress to the knockout stages where ties are played over two legs (home and away), until the final.

To begin a Club Championship Season:

1. From the Main menu, select START A NEW CLUB CHAMPIONSHIP SEASON and press Ⓐ. The How Many User pop-up box appears.

2. Select the number of User Teams who will participate in the upcoming season. You can select up to eight user teams. Press Ⓐ to continue.

3. Select a team (or teams) to control for the season (➤ *Setting Up The Game* on p. 14 for more information) and press Ⓐ again. The Club Championship Analysis screen appears.

CLUB CHAMPIONSHIP ANALYSIS

From the Club Analysis screen, you can view club-specific information.

➤ Press Ⓐ to begin the season.

CLUB CHAMPIONSHIP SEASON SCREEN

Home Team and rank

Highlight PLAY NEXT MATCH and press Ⓐ to play the next game on the schedule

Highlight MORE OPTIONS and press Ⓐ to make a variety of pre-game adjustments.

Away Team and rank

MORE OPTIONS

All hub screens in *FIFA Soccer 2003* provide a list of further options that provide in-depth information on the current game mode.

VIEW TABLES	View the current standings/rankings for your league.
FIXTURES	Check out the season schedule for your team and league. You season results for each game are also displayed here. You can also choose Simulate the next game on the schedule by pressing Ⓨ.
PERFORMANCE CHARTS	View your top goal-scorers and most carded players.
TEAM MANAGEMENT	Take full control of your team roster (➤*Team Management* on p. 24 for more information).
SETTINGS	Adjust the game settings (➤*Settings* on p. 24 for more information).
HALL OF KITS	View the jerseys worn by each team in the league.
SAVE GAME	Save your progress in the current game mode to a Hard Disk. For more information, ➤ *Saving & Loading* on p. 27
CLUB CHAMPIONSHIP ANALYSIS	View club-specific information of stats on individual players on the squad.

OTHER GAME MODES

Whether you want to work on your skills in a Friendly match, or test your skills in a league or tournament, *FIFA Soccer 2003* lets you play the way you want to play.

PLAY A FRIENDLY MATCH

Playing a Friendly Match is almost identical to playing a Club Championship Friendly. However, there are more teams to choose from including International teams and more exotic clubs from leagues from around the world.

To set up a Friendly match:

➡ After you select PLAY A FRIENDLY MATCH from the Main menu, follow all the steps listed in *Setting Up The Game* on p. 14.

❖ Before you access the Select Home Team screen, you must first select a league.

To select a League:

➡ From the Select League screen, press +⊛/⊛+ or +⊛/⊛+ and highlight the league of your choice. Press Ⓐ to continue.

NOTE: If a Friendly match ends in a draw after 90 minutes, you can choose to end it there, continue with Golden Goal extra-time, or go straight to a penalty shootout.

SEASON

Start a new season and rule the pitch for up to five years. Pick a club team from one of 14 leagues worldwide and play through a full Season, attempting to win the league championship and cup honors.

NOTE: To learn how to navigate through the season menu, see ➢ *Club Championship Season* on p. 20.

TOURNAMENTS

Skip the punishing season and head straight to a Tournament. Play your way through a selection of some of the world's toughest cup competitions in the European Champions' Cup or the EFA Trophy. You can also select from one of five additional tournaments, each with their own competition structure and invited clubs.

NOTE: One tournament is initially locked, and can only be played once other goals in the game have been met.

To set up a Tournament:

1. From the Select a Tournament screen, press +⊛/⊛+ or +⊛/⊛+ to select an available Tournament, Press Ⓐ to continue and the How Many User pop-up box appears.

2. Select the number of User Teams who will participate in the upcoming tournament. You can select up to eight user teams for the European Champions' Cup, EFA Trophy, or Custom Tournament; the other five tournaments support 1 user team only. Press Ⓐ to continue.

3. Highlight a league to participate for the tournament and press Ⓐ again. The Select User Team screen appears.

4. Select a team (or teams) to control for the season (➢*Starting a Game* on p. 14 for more information) and press Ⓐ again. A Groupings or Knockout screen may appear (depending on whether the tournament starts with a group phase or a playoff).

5. Press Ⓐ to accept the default setup and begin the tournament.

6. When the tables are set, press Ⓐ to continue on to the first game on the schedule.

OPTIONS

Adjust your Match, Stadium, Gameplay, Visual, Audio, and AI settings. You can change everything from the half length to the music volume and more.

➡ Press ▲/▼ or ▲/▼ to move between options and ◄⊗/⊗► or ◄◉/◉► to make adjustments to the selected option.

SETTINGS

BASIC OPTIONS Select on the Difficulty Level, Half Length, Camera Angle and Game Speed, or turn Player Names, Injuries, the pitch Radar and Fatigue ON/OFF.

NOTE: Half Length cannot be adjusted during a match.

ADVANCED OPTIONS Choose between ASSISTED or NORMAL Crossing, adjust Power-Up Speed using the slider and turn the EA Assistant, Run Indicators, CPU Runs, Bookings, the Time/Score Display and Player Status Bar ON/OFF.

MORE OPTIONS Turn the Auto Replay and Vibration features ON/OFF.

AUDIO OPTIONS Move sliders to adjust Menu SFX Volume and Menu Music Volume and switch the SFX Mix between **COMMENTARY**, ON THE PITCH and CUSTOM. If CUSTOM is selected, you can change Commentary Volume and Game SFX Volume manually.

NOTE: Settings can be saved to a Hard Disk upon exiting the Settings screen. To do so, when asked if you want to confirm that you wish to save Settings, select YES and follow the on-screen instructions.

TEAM MANAGEMENT

Take control of every aspect of your team's performance on the field and find that magic formula to propel you to the top of your league. The Team Management section lets you make changes to your lineup, formations, strategies, and kick takers, plus conduct transfers to change the makeup of your team entirely.

➡ Press ⊗ to tab through the various pages.

❖ Changes made from the Main menu are applied in all game modes.

❖ Any team changes made in Season, Tournaments or Club Championship modes are specific to those competitions and are saved automatically when the respective game is saved.

❖ Changes made from the Pause menu are reset after a game is finished.

STARTING 11

Access the Starting Lineup screen to change your roster as you see fit. During the game, access the Substitutions screen to bring in a fresh pair of legs.

To change the starting lineup or substitute players:

1. From the Starting 11 screen, press ▲/▼ or ▲/▼ to highlight the name of the first player that you wish to swap. Press ⒶΑ to select this player. An arrow will then appear beside the player's name.

2. Highlight the name of the second player you wish to swap (the first name remains highlighted) and press ⒶΑ again. The two players are swapped in the lineup.

Along the bottom of the screen, the various player stats are abbreviated in short form:

SKILL KEY

FIT = Fitness	SPD = Speed
SHT = Shot	PSS = Passing
STR = Strength	SKL = Keeper Skill
POS = Keeper Positioning	AGG = Keeper Aggression
HDR = Headers	TKL = Tackling
BC = Ball Control	

NOTE: If you are substituting players during a match, you are limited to choosing players from your starting lineup and subs. From the Starting 11 screen, you can select your initial lineup from a much wider selection of players (including reserves).

NOTE: During a match, only three substitutions can be made.

NOTE: To reset Team Management status to default, press Ⓨ from the Starting 11 screen accessed via the Main menu. A confirmation overlay appears. Select YES to reset all lineup changes, formation swaps and transfers (for all teams) to their original values.

STRATEGIES

Formation: Press ◄⊗/⊗►, or ◄◉/◉► to change your current Formation and to adjust the emphasis of your team between defending and attacking. Try a formation geared toward defense when playing a tough offensive team, or go for a strong attack against a team with a weak defense.

Playing Style: Every team you play is different, so your approach to how you play them should be different as well. Press ◄⊗/⊗► or ◄◉/◉► to adjust your Attacking and Defensive Styles.

KICK TAKERS

Put your best legs in a position to do some serious damage. Set your kick takers for corners, free kicks, and penalties.

To select your kick takers:

1. Press ⚫/⚫ or ⚫/⚫, to highlight the player you wish to insert as your kick taker and press Ⓐ.
2. Highlight the type of kick you wish for him to take and press Ⓐ again. The new kick taker is assigned to a specific dead ball kick.

NOTE: For penalty kicks, you must assign five different players.

TRANSFERS

Search around the league for the key player to fill that big question mark in your roster and get your team in good position for the playoffs.

To buy a player:

1. Press ◄⚫/⚫► or ◄⚫/⚫► to select a league and team who is selling a player. Next, find the player that you wish to buy. The player's value and statistics appear on the right-hand side of the screen.
2. Press Ⓐ to bring the selected player to your club.

NOTE: Any team changes made during a Season are specific to that competition and are saved automatically when the respective game is saved.

To sell a player:

1. Press Ⓨ to toggle between the Buying and Selling screens.
2. Press ◄⚫/⚫► or ◄⚫/⚫► to select the player you wish to sell. The player's value and statistics appear on the right-hand side of the screen.
3. Press ◄⚫/⚫► or ◄⚫/⚫► to select the team to which you wish to sell your player.
4. Press Ⓐ to sell the selected player.

NOTE: Each team must have a minimum of 16 and a maximum of 40 players.

LOAD SETTINGS AND TEAM MANAGEMENT

To load Settings or Team Management from a Hard Disk:

➥ If saved settings or Team Management are detected on the Hard Disk, they are automatically loaded upon boot up.

To load previously saved Settings after you've started the game:

➥ Select OPTIONS in the Main Menu and then select LOAD SETTINGS.

To load previously saved Team Management after you've started the game:

➥ Select OPTIONS in the Main menu and then select LOAD TEAM MANAGEMENT.

REWARDS

Polish off your opponents in the various game modes and unlock additional game content along the way.

Some things to try:

❖ Win the Club Championship
❖ Win all of the tournaments

SAVING AND LOADING

You can save your *FIFA Soccer 2003* progress and settings upon completion of any Season or Tournament match. If you exit the game mode without saving, you lose all progress made during that game play session.

To save a FIFA Soccer 2003 game:

1. At the Season or Tournament hub screen select More Options.
2. Press ⚫/⚫ to highlight Save Game and press Ⓐ. You will then be prompted to confirm whether you want to save your game. Select YES to save.

NOTE: A saved game has its own team management database. Any changes made to teams from within a saved game stay specific to that game and do not alter the original team management status.

To load a saved FIFA Soccer 2003 game:

1. At the Main menu, select Load Game.
2. Highlight the save slot from which you want to load, and then select that save slot by pressing Ⓐ. The selected saved game is loaded.

NOTE: *FIFA Soccer 2003* supports up to 20 simultaneous saved games. Once 20 have been saved, you will have to delete an earlier saved game before saving another.

To delete a saved FIFA Soccer 2003 game:

1. From the Season or Tournament Hub screen, select More Options, then Save Game.
2. If there are already 20 saved games, you will be prompted to delete an existing saved game. Select YES.
3. From the Delete Game screen, select the game you want to delete, then press Ⓐ. Select YES on the following prompt to confirm. Continue in this manner until you have deleted any saved games that are no longer wanted.
4. Press Ⓑ to return to the Season or Tournament Hub screen. You will now be able to save your game as normal (assuming that at least 1 earlier saved game was deleted).

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